AMENDMENTS TO THE SPECIFICATION

Please amend the heading beginning on page 6, line 6, as follows:

DETAILED DESCRIPTION ~~OF THE PREFERRED EMBODIMENT~~

Please amend the paragraph beginning on page 10, line 1, as follows:

Another representative section of computer display 500 is depicted in FIGURE 5 wherein an exemplary aspect of the present invention that helps users acquire a target is illustrated. The computer display 500 includes a target 502, guide areas 504, 506, 508, 510, a pointer 208, and a path 512 that represents pointer 208 movement. The target 502 illustrated in FIGURE 5 is composed of nine (9) pixels in a 3 x 3 pixel square. The dashed lines inside each pixel of the target 502 indicate that pointer 208 movement is adjusted in the target 502 so that a proportionally greater amount of input (i.e., mouse distance movement) is required to cause a predetermined amount of pointer 208 movement. In other words, the ratio of input device distance movement to pointer distance movement changes when the pointer 208 intersects the target 502. As illustrated, the amount of input device distance movement required to traverse the target 502 in any direction is [[the]] three (3) times greater than the amount required to traverse areas of the computer display 200 that are not designated as a target. A more detailed explanation of a method, system, and computer-readable medium that adjusts pointer movement inside one type of target, may be found in commonly assigned, co-pending U.S. Patent Application No. [[_____]] 10/828,890, titled System and Method for Aligning Objects Using Non-Linear Pointer Movement, and filed concurrently herewith, the content of which is expressly incorporated herein by reference.

Please amend the paragraph beginning on page 19, line 4, as follows:

For illustrative purposes, representative directional friction curves are illustrated in FIGURES 13-15. In the example illustrated in FIGURE 13, adjustment zone size (i.e., number of pixels in a component direction) is plotted on the x-axis and the friction factor is plotted on the

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y-axis. FIGURE 13 illustrates a constant directional friction curve 1300, i.e., a constant resistance to pointer movement directional friction curve. As described above with reference to FIGURE 11, the present invention allows computer programs, such as application 108, to define adjustment zones of different size, shape, and location. Also, as described above, adjustment zones may be defined with different values assigned to their friction factor, which allows developers to customize adjustment zones to match the needs of a GUI. In [[an]] alternative applications of the present invention, the velocity of a pointer is increased in an adjustment zone. In this embodiment, the friction factor assigned to an adjustment zone is smaller than the friction factor assigned to areas of a computer display that generate linear pointer movement. Typically, a friction factor of one (1) is assigned to areas of the computer display that generate linear pointer movement. Thus, a friction factor that is greater than the value one (1) will create resistance to pointer movement and a value less than one (1) will cause the velocity of the pointer to increase. Aspects of the present invention track the attributes of adjustment zones and generate directional friction curves, such as directional friction curve 1300.

Please amend the paragraph beginning on page 20, line 23, as follows:

At block 1214, the calculation method 1200 reduces pointer movement in the selected component direction by the total area under the directional friction curve. For example, if the projected movement of the pointer after intersecting an adjustment zone that is ten (10) pixels in length is fifty (50) pixels and the area under the directional friction curve is thirty (30) units, the final pointer movement in the component direction is twenty (20) pixels (50 pixels - 30 pixels = 20 pixels) plus the length of the adjustment zone. Since the adjustment zone is ten (10) pixels in length, the total pointer movement is thirty (30) pixels (20 pixels + 10 pixels = 30 pixels). Then the method 1200 proceeds to block 1218 described in detail below.

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